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Subject: Re: Object Graphics Windows in X Windows  
Posted by [Nigel Wade](#) on Fri, 07 Mar 2008 09:10:24 GMT  
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Lasse Clausen wrote:

> On 7 Mar, 05:15, David Fanning <n...@dfanning.com> wrote:  
>> Folks,  
>>  
>> I presume I'm the last to hear about this, but I learned  
>> about an X server that runs on Windows the other day,  
>> named Xming:  
>>  
>> <http://sourceforge.net/projects/xming>  
>>  
>> It is very nice, and it's free. :-)  
>>  
>> After installing it on my Windows machine, I can log  
>> into my LINUX box at work from home and see my calendar,  
>> e-mail, EMACS, and even the IDL Workbench! Wow. Who knew!?  
>>  
>> It works great, except that the darn thing cannot  
>> display any kind of object graphics window. This is  
>> a HUGE disappointment, naturally, as I can't use my  
>> iTools. ;-)  
>>  
>> Is this an IDL problem, do you think, or an X server  
>> problem? Would I have to do some kind of tweak to get  
>> this to work? Any info is helpful.  
>>  
>> Cheers,  
>>  
>> David  
>> --  
>> David Fanning, Ph.D.  
>> Fanning Software Consulting, Inc.  
>> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>  
>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")  
>  
> Hi,  
>  
> I am not sure if this answers your question but if you are looking for  
> a possibility to connect to a Linux box from a Windows machine for  
> free you might want to have a look at the NxClient/Server here:  
> <http://www.nomachine.com/products.php>  
> They have a free edition which allows a maximum of two users to  
> connect to the Linux box. If you want/need more you have to pay.  
>

> Essentially, NxClient gives you the Linux Desktop in a Windows window  
> and allows you to work on your Linux machine as usual. The  
> communication is done over SSH. It even enables copy-paste between the  
> two machines.  
>  
> If that helps...  
> Lasse Clausen

It also has the great advantage that it can compress the X protocol traffic.  
This is of great help, as X is quite chatty between the client and the server,  
when you are connected over slow or long latency lines, like ADSL at home.

It appears to handle object graphics, at least the demos run...

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